

FALLEN SORORITAS ARMY LIST

This section contains all of the datasheets that you will need in order to fight battles with your Fallen Sororitas miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Fallen Sororitas units - these are described below and referenced on their datasheets.

THESE RULES ARE FAN-MADE AND COMPLETELY UNOFFICIAL

In addition to the units presented in this document, Fallen Sororitas may take Chaos Rhinos, replacing the HERETIC ASTARTES and <LEGION> keywords with the FALLEN SORORITAS keyword.

KEYWORDS

Throughout this section you will come across keywords that are within angular brackets, specifically <MARK OF CHAOS>. These are shorthand for a keyword of your own choosing, as described below.

<MARK OF CHAOS>

Many Fallen Sororitas units dedicate themselves to one of the four Chaos Gods, whilst others choose to worship the entire pantheon in all its dark glory. The Chaos God a unit is dedicated to is denoted by the Mark of Chaos that it bears.

Some datasheets specify a Mark of Chaos for a unit (e.g. Miriael Sabathiel has the SLAANESH keyword). If a Fallen Sororitas datasheet does not specify which Mark of Chaos a unit has, it will have the <MARK OF CHAOS> keyword. When you include such a unit in your army, you must nominate which Mark of Chaos that unit has. You then simply replace the <MARK OF CHAOS> keyword in every instance on that unit's datasheet with one of the following: KHORNE, TZEENTCH, NURGLE, or SLAANESH. Note that PSYKERS cannot have the KHORNE keyword.

You do not have to choose a Mark of Chaos for a unit if you do not want to; if you do not, it is assumed that the unit has not dedicated itself to one, or any of the Dark Gods.

ABILITIES

The following is an ability that is common to multiple Fallen Sororitas units.

Death to the False Emperor

Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an IMPERIUM unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

CHAOS ICONS

Models can sometimes carry a Chaos Icon. Some icons can only be taken by units that have the correct Mark of Chaos, as shown in the table to the right - for example, only KHORNE units can have an Icon of Wrath. KHORNE, TZEENTCH, NURGLE, or SLAANESH units cannot have an Icon of Vengeance.

ICON	UNIT	EFFECT
Icon of Wrath	KHORNE units only	You can re-roll charge rolls for units with an Icon of Wrath.
Icon of Flame	TZEENTCH units only	At the start of your Psychic phase, roll a D6 for each unit with an Icon of Flame. On a roll of 6 inflict 1 mortal wound on the closest enemy unit within 12" of the model carrying the Icon of Flame.
Icon of Despair	NURGLE units only	Enemy units that are within 3" of any units with an Icon of Despair must subtract 1 from their Leadership.
Icon of Excess	SLAANESH units only	If a unit has an Icon of Excess, its Death to the False Emperor ability takes effect on any hit rolls of 5+, rather than 6+.
Icon of Vengeance	Cannot be taken by KHORNE, TZEENTCH, NURGLE, or SLAANESH units	Add 1 to the Leadership of all models in a unit that has an Icon of Vengeance.

WARGEAR

Many of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Ranged Weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for these weapons can be found in the appendix (pg 4).

Ranged Weapons

- Combi-flamer
- Combi-melta
- Combi-plasma
- Storm bolter

Special Weapons

- Storm bolter
- Flamer
- Meltagun

Heavy Weapons

- Heavy bolter
- Heavy flamer
- Multi-melta

Pistols

- Hand flamer
- Plasma pistol
- Inferno pistol

Melee Weapons

- Chainsword
- Power axe
- Power maul
- Power sword



MIRIAEL SABATHIEL

M	WS	BS	S	T	W	A	Ld	Sv				
Miriael Sabathiel	6"	2+	2+	3	3	5	5	9	3+			
Miriael Sabathiel is a single model armed with a bolt pistol, The Agoniser, frag grenades and krak grenades. Only one of this model may be included in your army.												
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES						
Bolt pistol	12"	Pistol 1	4	0	1	-						
The Agoniser	Melee	Melee	User	-3	2	For every wound roll of 6+, the target suffers a mortal wound in addition to this weapons usual damage.						
Frag grenade	6"	Grenade D6	3	0	1	-						
Krak grenade	6"	Grenade 1	6	-1	D3	-						
ABILITIES	Death to the False Emperor, Icon of Excess (pg 1)				Damning Strike: Whenever Miriael Sabathiel kills an enemy CHARACTER, all enemy units within 6" of her permanently reduce their Leadership by 1.							
Armour of Ecstasy: Miriael Sabathiel always fights first in the Fight phase even if she didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.				Mistress of Traitors: You can re-roll hit rolls of 1 made for friendly SLAANESH FALLEN SORORITAS units within 6" of Miriael Sabathiel. Additionally, FALLEN SISTERS are Troops instead of Elites in a detachment that includes Miriael Sabathiel.								
WARLORD TRAIT	Unholy Seductress: All enemy units within 6" of Miriael Sabathiel must subtract 1 from their Leadership.											
FACTION KEYWORDS	CHAOS, SLAANESH, FALLEN SORORITAS											
KEYWORDS	CHARACTER, INFANTRY, MIRIAEL SABATHIEL											





FALLEN SISTERS

	M	WS	BS	S	T	W	A	Ld	Sv		
Fallen Sister	6"	4+	3+	3	3	1	1	7	3+		
Fallen Superior	6"	3+	3+	3	3	1	2	8	3+		
The unit contains 1 Fallen Superior and 4 Fallen Sisters. It can include up to 5 additional Fallen Sisters (Power Rating +4). Each model is armed with a bolt pistol, boltgun, frag grenades and krak grenades.											
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES				
Boltgun	24"	Rapid Fire 1		4	0	1	-				
Bolt pistol	12"	Pistol 1		4	0	1	-				
Chainsword	Melee	Melee	User	0	1	1	Each time the bearer fights, it can make one additional attack with this weapon.				
Frag grenade	6"	Grenade D6		3	0	1	-				
Krak grenade	6"	Grenade 1		6	-1	D3	-				
WARGEAR OPTIONS	<ul style="list-style-type: none">Any Fallen Sister may replace their boltgun with a chainsword.Up to four Fallen Sisters may replace their boltgun with an item from the <i>Special Weapons</i> or <i>Heavy Weapons</i> lists.The Fallen Superior may replace her boltgun with a weapon from the <i>Melee Weapons</i> or <i>Ranged Weapons</i> list.The Fallen Superior may replace her bolt pistol with a weapon from the <i>Melee Weapons</i> or <i>Pistols</i> list.One model may take a Chaos Icon (pg 1)										
ABILITIES	Death to the False Emperor (pg 1)										
FACTION KEYWORDS	CHAOS, <MARK OF CHAOS>, FALLEN SORORITAS										
KEYWORDS	INFANTRY, FALLEN SISTERS										



FALLEN SORORITAS POINTS VALUES

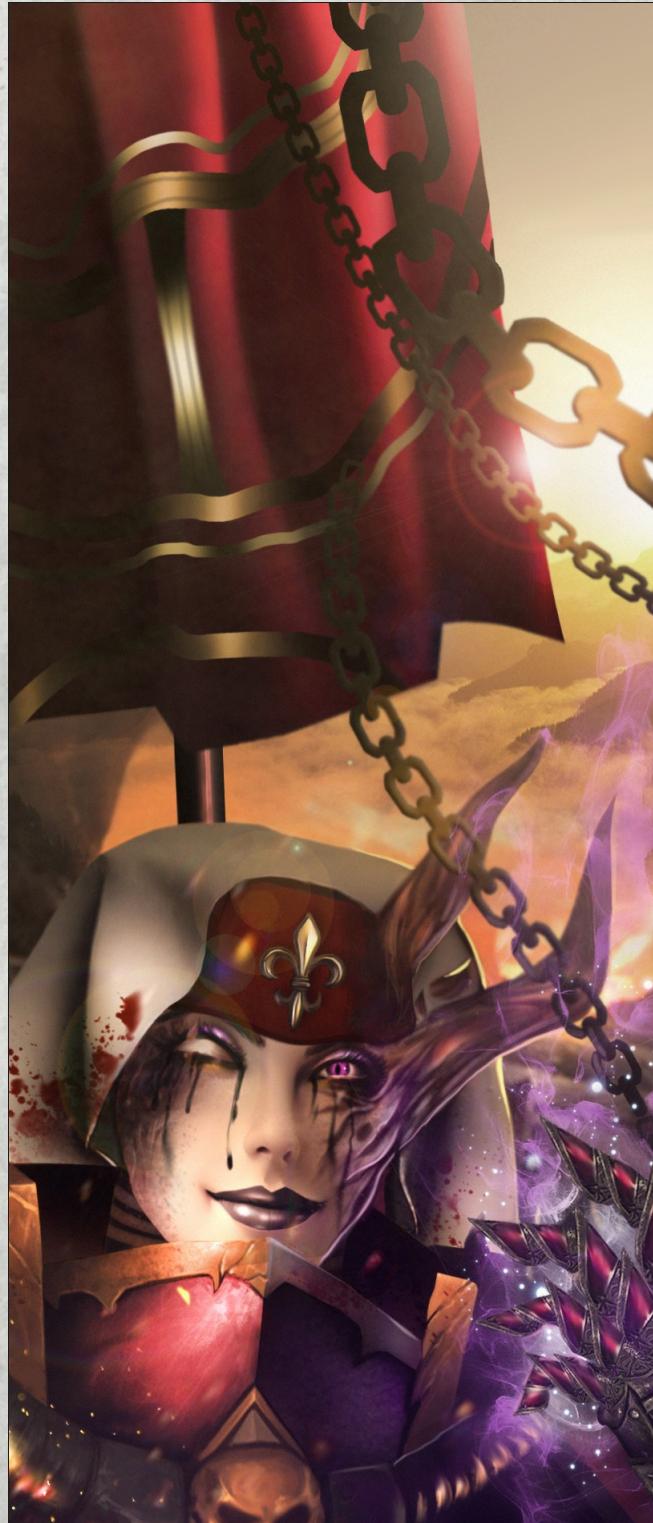
If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Miriael Sabathiel	1	125

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Fallen Sisters	5-10	11

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Boltgun	0
Bolt pistol	0
Combi-flamer	11
Combi-melta	19
Combi-plasma	15
Flamer	9
Frag grenade	0
Hand flamer	6
Heavy bolter	10
Heavy flamer	17
Inferno pistol	12
Krak grenade	0
Meltagun	17
Multi-melta	27
Plasma pistol	7
Storm bolter	4

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Chainsword	0
Power axe	5
Power maul	4
Power sword	4



FALLEN SORORITAS WARGEAR

FALLEN SORORITAS RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Combi-flamer						When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta						When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma						When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	<i>See plasma gun</i>
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Plasma gun						When attacking with this weapon, choose one of the profiles below.
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol						When attacking with this weapon, choose one of the profiles below.
- Standard	24"	Pistol 1	7	-3	1	-
- Supercharge	24"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

FALLEN SORORITAS MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Agoniser	Melee	Melee	User	-3	2	For every wound roll of 6+, the target suffers a mortal wound in addition to this weapon's usual damage.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make one additional attack with this weapon.
Power axe	Melee	Melee	+1	-2	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-